Quiz, Date-24/11/2018

Chapter- 3

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43. [CHAPTER-3-1] Some of the tasks in the general problem-solving model are listed below. Which of the following list

these tasks in the correct sequence?

A) Problem definition, Finding solutions, Problem redefinition.

B) Data gathering, Finding solutions, Finding ideas.

C) Problem definition, Data gathering, Problem redefinition.

44. [CHAPTER-3-2] Which of the following is a consequence of subdividing the development process?

A) It makes it more difficult to manage a project.

B) It allows teams of developers with specialist skills to be allocated to a particular phase.

C) It helps identify smaller tasks that can be completely finished.

45. [CHAPTER-3-3] Which of the following best describes the term life cycle model?

A) It describes the way requirements for an application change at different stages in the life of the organization.

B) It describes how a computerized information system is used during its lifetime.

C) It describes the phases through which a development project passes from the inception of the idea to completion of the product and its eventual decommissioning.

46. [CHAPTER-3-4] Which of the following is a true statement regarding a systems development project?

A) A systems development project is only concerned with developing a software system.

B) A systems development project is only concerned with developing systems for controlling devices or machines.

C) A systems development project may not involve software development.

47. [CHAPTER-3-5] Which of following describes Strategic Information Systems Planning?

A) It is concerned with planning the implementation of information systems.

B) It is concerned with planning information systems development within the context of the organizational strategy.

C) It is concerned with how information systems can support strategic planning in an organization.

48. [CHAPTER-3-6] Some of the phases of the Traditional Life Cycle are listed below. Which of the following lists is in the correct sequence?

A) Construction, Installation and Testing.

B) Requirements analysis, Systems engineering, Design

C) Systems engineering, Requirements analysis, Design

49. [CHAPTER-3-7] CORRECT Which of the following in true about system requirements?

A) They can be used to develop user acceptance tests.

B) They are mainly identified during systems engineering.

C) They change from one phase to another.

50. [CHAPTER-3-8] Which of following is true about the criteria for acceptance tests?

A) They are best identified at the end of the design phase.

B) They are best identified at the end of requirements analysis.

C) They are best identified at the beginning of the testing phase.

51. [CHAPTER-3-9] Which of the following statements is true about adaptive maintenance?

A) It is concerned with changing the system when requirements change.

B) It is concerned with ensuring the system data is adapted to suit changes in the organization.

C) It is concerned with maintaining the system so that it can adapt automatically to changes in the organization.

52. [CHAPTER-3-10] One of the major challenges during system installation is which of the following?

A) Ensuring that the new software is correctly installed to use the computer effectively.

B) Avoiding unnecessary disruption and minimizing the attendant risk of change.

C) Ensuring that both old and new systems run in parallel.

53. [CHAPTER-3-11] Which of following is true about software construction in the traditional life cycle?

A) Only one programming language could be used.

B) Relational database management systems are not used.

C) The design is used to develop program code.

54. [CHAPTER-3-12] Which of the following is a disadvantage of the traditional life cycle?

A) It does not allow the use of object-oriented technology.

B) Requirements change during development after the main system requirements have been agreed.

C) It separates requirements analysis and design.

55. [CHAPTER-3-13] Iteration is problematic during the traditional life cycle for which of the following reasons?

A) Architectural decisions are difficult to change.

B) Ad hoc coding solutions may be used to address changes in requirements.

C) Requirements will change during the project.

56. [CHAPTER-3-14] Which of the following statements is true about a prototype system?

A) A prototype system is always discarded before the final production system is built.

B) Rapid development tools are only used to build prototype systems.

C) A prototype system is incomplete or lacks the resilient construction of the final production system.

57. [CHAPTER-3-15] Which of the following is not an advantage of prototyping?

A) Prototyping is easy to manage.

B) Prototypes may be used to reduce misunderstandings about requirements.

C) Prototyping requires no analysis or design.

58. [CHAPTER-3-16] Which of the following is not a workflow in the Unified Software Development Process?

A) Construction.

B) Implementation

C) Test

59. [CHAPTER-3-17] User involvement in software development is important for which of the following reasons?

A) It is cheaper to have users as part of the project team rather than professional software developers.

B) Users understand why the requirements cannot be met.

C) Users can influence the way a project proceeds by identifying the most acceptable course of action from various alternatives.

60. [CHAPTER-3-18] Consider the following statements about CASE tools.

Current CASE tools can perform semantic checks on a set of diagrams modelling an information system.

Current CASE tools can perform syntactic and consistency checks on a set of diagrams modelling information system.

Current CASE tools can perform syntactic checks on a set of diagrams modelling information system.

Which of the following is true?

A) Statements A, Band C are true.

B) Statements A and C are true.

C) Statements B and C are true.

61. [CHAPTER-3-19] Which of the following is an example of a systems development methodology?

A) The traditional life cycle

B) The Unified Modelling Language

C) The Unified Software Development Process.

62. [CHAPTER-4-1] Which of the following best describes an object?

A) Part of a software system that is entirely unique.

B) A concept, abstraction or thing in an application domain.

C) A program that represents something tangible in the problem domain.

63. [CHAPTER-4-2] Which of the following best describes abstraction?

A) A representation of something tangible.

B) A representation that can be stored in a software system.

C) A representation that contains only relevant details

64. [CHAPTER-4-3] Which of the following is not a reason for modelling objects?

A) To produce a design for part of a software system.

B) To understand an aspect of the application domain.

C) To separate data from process

65. [CHAPTER-4-4] What do all objects have?

A) State, behaviour and identity.

B) Behaviour, data and identity.

C) Instances, structure and similarity.

66. [CHAPTER-4-5] Which of the following best describes object state?

A. The particular condition that an object is in at a given moment,

determining its possible behaviours.

B. Which class the object belongs to.

C. The semantics of the object

67. [CHAPTER-4-6] Which of the following best describes object behaviour?

A) What the object is able to do to other objects.

B) What the object is able to do for other objects.

C) What the object is able to do to itself.

68. [CHAPTER-4-7] Which of the following is a useful set of questions

to ask when modelling an object, according to Rebecca Wirfs-Brock?

A) Who am I, what can I do and what do I know?

B) Where am I, what am I and who do I know?

C) What do I have, what can I get and what can I do?

69. [CHAPTER-4-8] Which of the following is not a description of a class?

A) A set of objects that share the same behaviour, attributes, relationships and semantics.

B) An abstract descriptor for a set of instances with certain logical similarities

to each other.

C) A set of objects that collaborate together to achieve some common objective.

70. [CHAPTER-4-9] Which of the following best describes the relationship

between an object and its class?

A) The structure and permitted behaviours of an object are defined by its class.

B) A class is a container that holds a collection of similar objects.

C) An object is an implementation of a class.

71. [CHAPTER-4-10] What is generalization?

A) A process of broadening the scope of an object, such that it becomes more

gen12ally useful.

B) A kind of relationship between a more general element and a more specific element.

C) A process of collecting together objects into their respective classes.

72. [CHAPTER-4-11] Which of the following best describes a type?

A) A description of a set of objects with similar behaviours.

B) A superclass in a generalization hierarchy.

C) A class with a characteristic that distinguishes it from all other classes.

73. [CHAPTER-4-12] Which of the following is not an advantage of using generalization?

A) Generalization helps to organize a model so that the degree of similarity

between classes is made more explicit.

B) A generalization hierarchy is easy to extend to fit a changing picture.

C) Generalization helps to encapsulate classes and subsystems so that their

implementation is hidden from other parts of the system.

74. [CHAPTER-4-13] How does generalization differ from inheritance?

A) It doesn't - they are the same thing.

B) Inheritance is a mechanism by which some OO languages implement generalization.

C) With generalization each class has only one superclass, whereas with inheritance

each class has two or more superclasses.

75. [CHAPTER-4-14] Which of the following is not a characteristic of a subclass?

A) A subclass can only have superclasses, it cannot have subclasses of its own.

B) A subclass inherits all the characteristics of its superclass.

C) A subclass includes at least one detail that is not shared by its superclass.

76. [CHAPTER-4-15] What is meant by 'transitive operation' in the context of generalization and inheritance?

A) An operation in a superclass may be overwritten by a different operation in a subclass.

B) An operation in a superclass may not be overwritten by a different operation in a

subclass.

C) A subclass inherits characteristics from all its superclasses at all levels.

77. [CHAPTER-4-16] What is the significance of message-passing in an OO system?

A) Messages represent input from users that tells the software system what to do.

B) Objects exchange messages in order to communicate with each other.

C) Messages represent output to users that show the results of processing.

78. [CHAPTER-4-17] What is a message protocol or signature?

A) A message protocol is a valid sequence of keystrokes by a user.

B) A message protocol is a valid sequence of operations in a series of different objects.

C) A message protocol is the interface to an operation.

79. [CHAPTER-4-18] What is meant by multiple inheritance?

A) Multiple inheritance signifies that a class simultaneously belongs to more than one generalization hierarchy.

B) Multiple inheritance signifies that a class has more than one superclass.

C) Multiple inheritance signifies that a class can have different superclasses at different times.

80. [CHAPTER-4-19] Which of the following best describes encapsulation?

A) The implementation of an object can only be changed by its original programmer.

B) Data within an object can only be accessed by passing a valid message to one of its own operations.

C) Data within an object can only be accessed by passing a valid message to its class.

81. [CHAPTER-4-20] Which of the following best describes an object's interface?

A) The view that an object presents to users of the system.

B) The links that an object has with other objects.

C) The complete set of signatures for all the object's operations.

82. [CHAPTER-4-21] Which of the following best describes polymorphism?

A) The capacity of an object to behave in different ways at different times according to its current state.

B) The capacity of different objects to respond to a similar message in appropriate but different ways.

C) The capacity of an object to send different messages to different objects according to their class.

83. [CHAPTER-4-22] Which of the following is a valid reason why it is difficult to design event-driven software in a procedural manner?

A) It is difficult to anticipate and design for all possible sequences of use.

B) Procedurally designed programs are not capable of responding quickly to events.

C) Procedural programs are only suitable for record-based data structures.

84. [CHAPTER-4-23] Which of the following is not an advantage of modular software design?

A) Modular systems are typically more reliable in use.

B) Modular systems can be implemented in small, manageable chunks.

C) Modular systems are independent of the operating system that they run on.

85. [CHAPTER-5-1] Which of the following is not a reason for using a model?

A) A model is quicker and easier to build than the real thing

B) We can use a model in simulations to test our ideas

C) We can use a model instead of building the real thing

86. [CHAPTER-5-2] Which of the following is not a model?

A) Concorde

B) A scale model of Concorde to use in a wind tunnel

C) An engineer’s drawing of a cross-section through the fuselage of Concorde

87. [CHAPTER-5-3] Analysts and designers use models that consist of which of the following?

A) Diagrams and text

B) Only diagrams

C) Only text

88. [CHAPTER-5-4] Which of the following do analysts and designers use diagrams for?

A) To communicate ideas

B) To understand structures and relationships

C) Both 1 and 2

89. [CHAPTER-5-5] Which of the following do analysts and designers use diagrams for?

A) To ensure that users don’t understand the specification for a system

B) To communicate ideas to users and other analysts and designers

C) Neither A nor B

90. [CHAPTER-5-6] Why are systems analysis and design diagram standards important?

A) They promote communication between team members

B) They provide work for international standards committees

C) They prevent systems analysts’ clothes from shrinking in the wash

91. [CHAPTER-5-7] Which of the following are the rules that modelling techniques should enforce?

A) Simplicity of representation, external consistency, completeness and network representation

B) Simplicity of representation, internal consistency, completeness and hierarchical representation

C) Simplicity, internal consistency, completeness and hierarchical symbols

92. [CHAPTER-5-8] Which of the following is not an element of UML diagram notation?

A) Icon

B) Vertex

C) String

93. [CHAPTER-5-9] Which of the following is true?

A) Icons can contain two-dimensional symbols

B) 2. Two-dimensional symbols can contain icons

C) An icon contains at least one vertex and one string

94. [CHAPTER-5-10] Which of the following is true?

A) A model consists of one and only one diagram

B) A diagram contains at least one model

C) A model contains diagrams

95. [CHAPTER-5-11] Which of the following is the UML notation for a model?

A) <img src="./OOSAD/Ch5F11a.JPG" />

B) <img src="./OOSAD/Ch5F11b.JPG" />

C) <img src="./OOSAD/Ch5F11c.JPG" />

96. [CHAPTER-5-12] Which of the following does the Figure below show?

<br/><img src="./OOSAD/Ch1F10a.JPG" />

A) A model.

B) A sub-system

C) A package

97. [CHAPTER-5-13] As a model is developed it, which of the following does it become?

A) More abstract

B) More detailed

C) Less formal

98. [CHAPTER-5-14] Which of the following is not a purpose for using activity diagrams?

A) To show the sub-systems that make up a system

B) To model a task

C) To describe the logic of an operation